IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (currently amended): A method for generating antialiased lines, comprising the actions of for each respective line, determining which of a plurality of orientation classes that line falls into; and

   performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;

   wherein said determination is made without the use of an error term or per pixel decisions.

2. (original): The method of claim 1, wherein said classes consist of x-major and y-major.

3. (original): The method of claim 1, wherein said orientation classes correspond one-to-one to said sampling patterns.

4. (canceled)

5. (currently amended):   A method for antialiased rendering, comprising the actions of:

    (a) identifying, for at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and

    (b) performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;

    wherein said identification is made without the use of an error term or per pixel decisions.

6. (original): The method of claim 5, wherein said number of directions is two.

7. (original): A graphics processor which is configured to implement the method of claim 1.

8. (original): A graphics processor which is configured to implement the method of claim 5.

9. (new):   The method of claim 2, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

10. (new):   The method of claim 1, wherein said sampling patterns have the same number of sub-pixel sampling points.

11. (new):   The method of claim 1, wherein said sampling patterns have four sub-pixel sampling points.

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12. (new):   The method of claim 5, wherein said sampling pattern has four sub-pixel sampling points.

13. (new):   A computer graphics system for generating antialiased lines comprising:

    means for determining which of a plurality of orientation classes that a line falls into; and

    means for performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;

    wherein said determination is made without the use of an error term or per pixel decisions.

14. (new):   The system of claim 13, wherein said classes consist of x-major and y-major.

15. (new):   The system of claim 14, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

16. (new):   The system of claim 13, wherein said orientation classes correspond one-to-one to said sampling patterns.

17. (new):   The system of claim 13, wherein said sampling patterns have the same number of sub-pixel sampling points.

18. (new):   The system of claim 13, wherein said sampling patterns have four sub-pixel sampling points.

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19. (new):   A computer graphics system for generating antialiased lines comprising:

>   means for identifying, for at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and
>
>   means for performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;
>
>   wherein said identification is made without the use of an error term or per pixel decisions.

20. (new):   The system of claim 19, wherein said number of directions is two.

21. (new):   The system of claim 19, wherein said sampling pattern has four sub-pixel sampling points.

22. (new):   A method for generating antialiased lines, comprising the steps of for each respective line:

>   determining which of a plurality of orientation classes that line falls into; and
>
>   performing subpixel sampling using one of a plurality of sampling patterns, in dependence on which of said plurality of orientation classes that line falls into;
>
>   wherein said determination is made without the use of an error term or per pixel decisions.

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23. (new): The method of claim 22, wherein said classes consist of x-major and y-major.

24. (new): The method of claim 23, wherein said classification of x-major and y-major depends on whether the x or y extent of the line is larger.

25. (new): The method of claim 22, wherein said orientation classes correspond one-to-one to said sampling patterns.

26. (new): The method of claim 22, wherein said sampling patterns have the same number of sub-pixel sampling points.

27. (new): The method of claim 22, wherein said sampling patterns have four sub-pixel sampling points.

28. (new): A method for generating antialiased lines, comprising the steps of:

     identifying, for at least one respective line, which one of a limited number of directions is most nearly parallel to said line; and

     performing subpixel sampling on said line with a subpixel sampling pattern which has maximal resolution approximately normal to said one direction;

     wherein said identification is made without the use of an error term or per pixel decisions.

29. (new): The method of claim 28, wherein said number of directions is two.

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30. (new):   The method of claim 28, wherein said sampling pattern has four sub-pixel sampling points.